

Design Guidelines

Desert Foothills Design Guidelines, '99
Design Guidelines & Policies -ESLO, '92
DT Medical Campus Redevelop, '95
DT Urban Design & Arch. Guidelines, '86
FLW Boulevard Design Guidelines, '91
Gas St/Convenience Store Guidelines, '99
McDowell & Scottsdale Rds Streetscape, '95
Scottsdale Rd, Scenic Corridors Policy, '99
Shea Blvd Streetscape Guidelines, '94
Via Linda Streetscape Guidelines, '94

Drainage/Wastewater/Water Plans

Water & Sewer Master Plan
Storm Water Master Plan
Wastewater Collection Master Plan, 1994
Water Resources Master Plan, 1997

Transportation

Airport Area E/W Corridor Feasibility Study, '91
Citizens for Better Transportation Report
Scottsdale Bicycle/Pedestrian Trans. Plan, '94
Expressway Policy & Shea Boulevard Policy, '95
Citizens Transit Plan, '90
Transportation Needs Review Report, '95
Scottsdale Transit Plan, '97
Shea Boulevard Transportation Plan, '93

General Plan/Character Plan Documents

City of Scottsdale General Plan, '00
Desert Foothills Character Area Plan, '99
Downtown Plan
Cactus Corridor Plan
Neighborhood Assemblage Policy

Environmental/Sustainability

Scottsdale Green Bldg Program Brochure
Indigenous Plants for ESLO
Scottsdale Rec. List-Low Water Use Plants
Design Guidelines/Policies for ESLO, '92
ESLO Features Map, '91
Environmental Regulations Guidebook, '93
Great Sonoran Brochures, '99
Low Water Use Plant List Phx Mgt, '97
N.A.O.S. Revegetation Area Guidelines
Scottsdale's Green Bldg Prog Guide, '98

Design/Technical Documents

Design Standards & Policies Manual

Open Space/Scenic Corridor/Golf Courses/Parks

Scottsdale Golf Course Policy, 1997
Scottsdale's Scenic Corridors, 1999
Scenic Corridor-McDowell Sonoran Pres.
Parks Design Guidelines 1999

Specific Area/ Redevelopment Plans

Arizona Canal Master Plan, '91
Cactus Corridor Area Study, '92
Scottsdale Canal Bank Study, '87
Shea Corridor Plan, '93
East Shea Area Plan '87

Zoning Ordinance

Environmentally Sensitive Lands
Outdoor lighting
Landscaping
Parking



CITY OF SCOTTSDALE
2000

SCOTTSDALE
SENSITIVE DESIGN
PROGRAM

Examples of Design Issues

Scottsdale is known as a well-designed, livable community. Many visitors to Scottsdale comment that the streetscapes is uncluttered, the neighborhoods are well maintained, the services are convenient...and the Indian Bend Wash is marvelous!!

A well-designed community just doesn't happen. It is created. A community that simply evolves over time will likely be haphazard, with no emphasis on creating and maintaining the character, quality, and vitality that Scottsdale residents enjoys.

Maintaining the integrity and beauty of Scottsdale's unique environment is an ongoing priority for the community. History shows a commitment by the city's residents to achieve the strongly-held community values of protecting, preserving and sustaining Scottsdale's unique environment. This commitment is demonstrated by the policies highlighted in this poster publication.

In order to promote sensitive design, educate about its benefits, and coordinate the review and implementation of these tools, the city has created the **Scottsdale Sensitive Design Program**. With the involvement of staff from departments throughout the city, this program will provide a comprehensive focus on integrating the design of the built environment with Scottsdale's development and natural settings.

The City's overarching goal of sensitivity to its surroundings helps direct how the community uses its land, air and water resources. The **Scottsdale Sensitive Design Program** will be a catalyst in achieving the community's long-standing mission to respect, protect and conserve its special features.

Why is community design important?

"Community design is the process and the product of organizing and integrating all the environmental components (manmade and natural), in a manner that will enhance local image and sense of place, as well as functional adequacy, and also instill civic pride and desirability as a place of residence."



Robert F. Dannenbrink, Jr.
"The Community Design Element—
Blueprint for Local Form and Image,"
1980

City of Scottsdale Design and Development Information Available on the Internet

City of Scottsdale Homepage	http://www.ci.scottsdale.az.us/
CityShape 2020	http://www.ci.scottsdale.az.us/communityplan/cityshape2020.asp
VisionChecks	http://www.ci.scottsdale.az.us/communityplan/VisionChecks/default.asp
General Plan	http://www.ci.scottsdale.az.us/generalplan/
General Plan FAQs	http://www.ci.scottsdale.az.us/communityplan/GPO&A.asp
Zoning Ordinance	http://www.ci.scottsdale.az.us/communitydev/
City Code	http://www.ci.scottsdale.az.us/communitydev/
Character Areas	http://www.ci.scottsdale.az.us/communityplan/charplan.asp
Community Development	http://www.ci.scottsdale.az.us/communitydev/faq.asp
Frequently Asked Questions	http://www.ci.scottsdale.az.us/projectcoordination/cases/esl.asp
ESLO Ordinance	http://www.ci.scottsdale.az.us/greenbuilding/
Green Building Program	http://www.ci.scottsdale.az.us/nativeplant/
Native Plant Ordinance	http://www.ci.scottsdale.az.us/preservation/
Preservation	http://www.ci.scottsdale.az.us/redevelopment/
Redevelopment/Urban Design	http://www.ci.scottsdale.az.us/communitydev/home_improvement.asp
Design Standards & Policies	http://www.ci.scottsdale.az.us/communityplan/neighborhood.asp
Home Improvement Guide	
Neighborhood Planning	
Public Meeting Calendar	http://www.ci.scottsdale.az.us/meetings/
Case Fact Sheets	http://www.ci.scottsdale.az.us/projectcoordination/se_fact_sheets.asp
Permit Reports	http://maproom.ci.scottsdale.az.us/cosmap/cdsweb/getdates.asp

Examples of Design Issues

- **Aesthetics**

- *Sense of Place*
- *Compatibility with surroundings*
- *Perception of views*



- **Buffering**

- *Adjacent uses*
- *Setbacks*
- *Walls, landscaping*
- *Noise, light impacts*
- *Site orientation*
- *Screening*



- **Building massing and design**

- *Building with the land*
- *Visual impact*
- *Character*
- *Building rhythm*
- *Building style and architecture*



- **Building Setbacks**

- *Compatible with existing buildings*
- *Residential/Non-residential*
- *Height and distance*
- *Solar access*



- **Civic Elements/Public Places**

- *Libraries*
- *Community Centers*
- *Parks*
- *Schools*



- **Context and Character**

- *Colors and materials*
- *Scale and massing*
- *How does it "fit" with surroundings*
- *Corporate architecture*

- **Energy Conservation**

- *Construction and Materials*
- *Shading*
- *Passive solar*



- **Environmentally Sensitive Lands**

- *Cuts and fills*
- *Street and Infrastructure Standards*
- *Colors/reflectivity*
- *Open Space maintenance*
- *Landscaping and revegetation*



- **Institutional Uses**

- *Schools*
- *Cultural*



- **Landscaping**

- *Context*
- *Native plant retention*
- *Revegetation*
- *Scale/density of plant materials (existing and at maturity)*
- *Wildlife habitat value*
- *Water conservation*
- *Energy conservation – shading*
- *Slopes and berms*
- *Long term maintenance*



- **Lighting**

- *Security*
- *Decorative*
- *Sports facilities*
- *Street lights*
- *Commercial lighting*
- *Signage*



- **Mixed use areas**

- *Locational criteria*

- **Paths and Links**

- *Pedestrian circulation*
- *Connectivity/access*
- *Sidewalks*
- *Safety*
- *Trails and equestrian facilities*
- *Bicycle circulation*
- *Multi-use opportunities*



- **Public Safety**

- *Police and Fire facilities*
- *Emergency services*
- *Crime prevention*



- **Site Design**

- *Preserving natural features*
- *Minimizing visual impact*
- *Architecture that blends with surroundings*
- *Context*



- **Scenic corridors**

- *Setbacks*
- *Landscaping and revegetation*
- *Walls -Materials/Location/Design*

- **Street Patterns and Construction**

- *Design Standards (paving, right-of-way, sidewalks, curbs, etc.)*
- *Streetscape themes*
- *Landscaping*



- **Trip Reduction**

- *Telecommunications Opportunities*
- *Work/Live/Play relationships*
- *Transit Facilities*
- *Transit-oriented development*

- **Designing a Sustainable Community**

- *"Durable" Design*
- *Form and Function*
- *Diversity*
- *Density/Intensity*
- *Long term focus*

- **Design Innovation**

- *Expectation for innovation*
- *Design trends*
- *Utilizing advancing Technologies*

- **Diversity**

- *Economic*
- *Building*
- *Housing*
- *Cultural and Social*

- **Downtown**

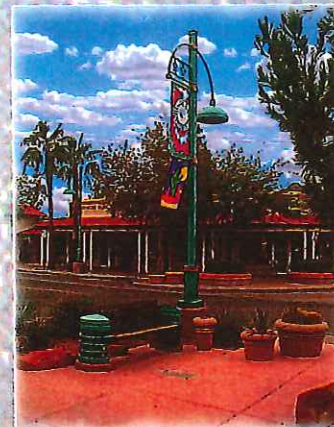
- *Scale*
- *Pedestrian orientation*
- *Parking*
- *Residential integration*

- **Drainage Systems**

- *On-site surface retention*
- *Alternative engineered solutions*
- *Regional drainage solutions*
- *Water quality*

- **Employment centers**

- *Retail/Office/Industrial*
- *Access to workplace/customers*



- **Neighborhood Design**

- *Housing Design*
- *Density*
- *Context*
- *Connectivity*
- *Building Setbacks*
- *Recreation*
- *Traffic Calming*
- *Social Interaction*
- *Access to services*
- *Neighborhood identity*

- **Noise**

- *Soundwalls/Road Noise*
- *Landscaping*

- **Open Space**

- *"meaningfulness" of open space*
- *Types of open space*
- *Active/Passive*
- *Access(public/private)*
- *Context*
- *Compatibility*
- *Noise, light impacts*
- *Connectivity to other open space*
- *Traffic impacts*

- **Parking**

- *Layout*
- *Surfacing/paving materials/textures/patterns*
- *Landscaping*
- *Driveways and access to streets*
- *On-site circulation*
- *Access for emergency and service vehicles*
- *Shared use*



- **Urban heat islands**

- *Shading hard surfaces*
- *Energy conservation*
- *Creating "cool" spaces*



- **Use of Colors**

- *Context with surroundings*
- *Reflectivity*
- *Visual impact*



- **Walls and Fences**

- *Setbacks/Height*
- *Materials/Colors/Design*
- *Aesthetics*
- *Drainage and Wildlife impacts*



- **Water conservation**

- *Building construction*
- *Landscaping*
- *Water features*

- **Water quality**

- *Stormwater Quality*
- *Parking lot runoff*
- *Outlets to drainageways*
- *On-site retention/maintenance*



- **Wildlife habitat**

- *Maintaining habitat*
- *Allowing wldlife movement*
- *Urban interface issues*



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